

This listing of claims will replace all prior versions, and listings, of claims in the application:

LISTING OF CLAIMS:

claim 1. (currently amended): A gaming machine comprising:

means adapted to display an array of symbols selected randomly from a set of symbols;
and

means adapted to pay winnings on any predetermined winning combinations appearing
in a portion of the array carrying a bet;

wherein the [randomly selected] symbols selected randomly are divided into groups of
at least one symbol such that the groups are sequentially positioned to complete the array.

claim 2. (original): A gaming machine according to claim 1 wherein the groups have at least
two adjacent symbols.

claim 3. (currently amended): A gaming machine according to claim 1 wherein the number
and configuration of [to] the symbols in each of the groups is randomly selected and the
groups are sequentially positioned in the incomplete array until the array is mostly complete,
whereafter predetermined wildcards symbols are positioned in the remaining portions to
complete the array.

claim 4. (original): A gaming machine according to claim 3 wherein at least one position in
the array is designated as having an associated bonus wherein the associated bonus is awarded
in any winning combinations which include a symbol situated on any of the designated
positions.

claim 5. (currently amended): A gaming machine according claim 4 wherein the bonuses
associated with the designated positions include at least one of:
a set number of extra credits to be added to the winnings normally awarded for the winning
combination covering the designated position;

doubling, tripling or otherwise multiplying the winnings normally awarded for the winning combinations covering the designated position; and
a set number of free games whereby the machine operates without requiring the placement of a wager.

claim 6. (original): A gaming machine according to claim 5 wherein at least one of the groups consists entirely of wildcards.

claim 7. (original): A gaming machine according to claim 6 wherein the wildcards multiply the winnings associated with any of the winning combinations in which they appear by a factor greater than one.

claim 8. (original): A gaming machine according to claim 1 wherein the symbols are displayed on simulated three dimensional objects.

claim 9. (original): A gaming machine according to claim 8 wherein the three dimensional objects are rectangular prisms wherein symbols are shown on every face.

claim 10. (currently amended): A method for operating a gaming machine comprising:
displaying an array of symbols selected randomly from a set of symbols; and
paying winnings on any predetermined winning combinations appearing in a portion of the array carrying a bet;

wherein the [randomly selected] symbols selected randomly are divided into groups of at least one symbol such that the groups are sequentially positioned to complete the array.

claim 11. (original): A method according to claim 10 wherein the groups have at least two adjacent symbols.

claim 12. (currently amended): A method according to claim 10 wherein the number and configuration of [to] the symbols in each of the groups is randomly selected and the groups are sequentially positioned in the incomplete array until the array is mostly complete, whereafter predetermined wildcard[s] symbols are positioned in the remaining portions to complete the array.

claim 13. (original): A method according to claim 12 wherein at least one position in the array is designated as having an associated bonus wherein the associated bonus is awarded in any winning combinations which include a symbol situated on any of the designated positions.

claim 14. (currently amended): A method according claim 13 wherein the bonuses associated with the designated positions include at least one of:

a set number of extra credits to be added to the winnings normally awarded for the winning combination covering the designated position;

doubling, tripling or otherwise multiplying the winnings normally awarded for the winning combinations covering the designated position; and

a set number of free games whereby the machine operates without requiring the placement of a wager.

claim 15. (original): A method according to claim 14 wherein at least one of the groups consists entirely of wildcards.

claim 16. (original): A method according to claim 15 wherein the wildcards multiply the winnings associated with any of the winning combinations in which they appear by a factor greater than one.

claim 17. (original): A method according to claim 10 wherein the symbols are displayed on simulated three dimensional objects.



claim 18. (original): A method according to claim 17 wherein the three dimensional objects are rectangular prisms wherein symbols are shown on every face.
